Resident Evil 3: A Playhost’s Take

Community Miss AshesX May 12, 2020

Written by Scratch, XA Playhost.

Ports, Remasters, Remakes and Reboots have been a thing in gaming for a long time. It brings experiences of the past to a new generation of gamers. You can find a new level of accessibility by changing some game aspects to something more palatable for new gamers. It updates the landscapes and gameplay can be improved to match more modern practices of game design but remain remarkably familiar for long time fans. Capcom is arguably one of the biggest companies to make use of its catalog for bringing games to new generations in the various ways such as remasters, collections, and remakes. Along with some other Xbox Ambassadors Play Hosts and Content Creators, I was able to have an opportunity to check out Capcom’s latest release, Resident Evil 3.

Resident Evil 3: Nemesis originally released on the PlayStation console in 1999. I got two copies of this for my birthday and recently found the unopened copy going through some old things in storage. I have played most of the mainstream Resident Evil games having bought Resident Evil 0 through 4 and Code Veronica X when they got either released or ported to the GameCube. You could buy them now on PS4 and Xbox One. Like Resident Evil 2 Remake from last year, Resident Evil 3 Remake has gotten rid of fixed camera angles, updated the graphics considerably and made a few more drastic changes, comparatively.

Avoiding major plot spoilers, here's my take on Resident Evil 3 Remake as a fan of the original releases. Overall, the feel of what is a "Resident Evil" game remains intact. Mostly because the newer games also do not feature fixed camera angles like the older games in the series have, so it does not feel like a stretch to see this. Ammo is still limited; you need to find and combine resources and store them wisely in your limited inventory space. One thing I noticed that I am not sure was in the original (very well could be) is your choices of which way to go will dictate how hard something is going to be. For example, go left and you will get a new weapon and some ammo that makes the upcoming encounter easier. If you went right, you would find Ammo for a weapon you do not have yet, and the encounter would be much more brutal. Probably ending up with you trying to stab a giant creature to death or ultimately trying another route after a few do overs. It is a welcome change and preservation. It lets you really explore and see the updated details and employs some mechanics that are likely favorable to new players or players who only started later in the series, as well as veteran players.

Speaking of details, the graphics and detail in this game are very well done. Characters are recognizable and resemble their 21-year-old versions quite well. When the Nemesis is encountered you can see him as you remember him despite the obvious upgrades and changes. I think for me recognition is huge. For all the characters and areas in the game they basically are all upgraded versions. Utilizing the jump in technology that has taken place in a long span of time to keep them recognizable and nostalgic rather than taking artistic liberties. So, you get to feel the feeling of “oh, there’s Jill Valentine” as opposed to “this must be the new Jill”. Other areas such as the police station also have recognizable features and moments. The reuse of assets from Resident Evil 2 Remake leave you feeling like the game world is more connected as you will see in the environments as well as some of the Zombies. I suppose that is a debatable thing. Some people would say things like its cheating, cheap or lazy but I would tend to disagree a little because I think these minor things help cement the games together and feel in the same world. Especially, since the series doesn’t follow a main protagonist or specific location all the time.

One drawback, however, was the omission of a few areas of the game such as the Park and Clock Tower. These were personally memories I would have loved to see reimagined in this title. However, they have been omitted and thus the story has changed slightly, or at least the way you experience it. I do not know that this will bother new players at all, but it would have been nice to see. Another omission was the ability to make choices and have the game play out a little bit differently. This added to replay value and some length to the game and now the story takes on a pretty linear same experience approach. Reading online, I found that others shared my thought that it was cause for a pretty short game. Aside from the hole this leaves for me personally, I do not think it ruins an otherwise great remake. Also, unless they start adopting 20-hour work weeks and 28-hour days I could not be happier to be able to enjoy something to its completion and have some time to finish other games.

Since we no longer live in a world where game is burnt to disk or loaded onto the cartridge and that is what you get. Perhaps we'll see this as DLC or in future releases of maybe a Remake Remaster HD collection or something. Whatever it is called, I am optimistic and onboard with this remake trend. If you made it this far, thanks for reading. I would love to hear in the comments about any stories or memories that you have with Resident Evil 3 as well as your own thoughts. If you have not already, you can check out the Xbox Ambassadors Mixer Channel for more.

Thanks for reading!